



City of Mesa

Softball





REVISED APRIL 14, 2010

Introduction

Welcome to the City of Mesa and thank you for participating in the Adult Softball program sponsored by the Parks, Recreation & Commercial Facilities (PRCF).

As a coach or player, you will be participating in the popular sport of softball. This recreational program is provided for your fun and enjoyment. Your cooperation, good sportsmanship, and communication with our league office are important in making this program a success.

On behalf of our Division, we would like to wish every team a successful season.

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Coaches Program Overview

From: Tiffany Krahenbuhl, Recreation Programmer II
Subject: Adult Softball League

**Listed below are a few highlights, which should be noted.
Please review all days and dates carefully.**

- a) All softball operations are conducted at the Parks, Recreation & Commercial Facilities 200 S. Center Building 1. If you have any questions please call 644-4196.
- b) **All participants are required to carry a photo ID during league and tournament play. (Due to player protest.)**
 - **Print first and last name on line up on scorecard.**
 - **False identification of player may result in a 1-week suspension for player and/or coach.**
 - **No identification of player may result in a 1-week suspension for player and/or coach.**
- c) Only **6 home runs** over the fence are allowed per game, per team in **ALL Power A-A** divisions. Only **3 Home runs** over the fence are allowed per game, per team in the **B** division and **1 Home Run** in the **C** division. **No home runs** allowed in the **D** division. An over the fence home run in the “D” league will be an inning ending out. Once **6/3/1 home runs** have left the park, all other home runs over the fence are outs.
- d) **Game time is forfeit time for 7:30, 8:30 & 9:30 games! EXCEPTION:** First scheduled game of the night 5:30 or 6:30 game time, **Games will begin at the scheduled time, and the clock will be started. In the event a team does not have the required number of players to begin the game, that team will automatically become the visiting team and will bat first. The game will continue to be played until such time as there are no longer any eligible batters (Cannot bat twice in same inning unless a minimum of 8 legal players are on the line-up and ready to bat) or the team does not have the minimum number of required players upon the completion of the third out. At that point the game will be forfeited.**
If neither team can produce the required number of eligible players at the stated game time, a double forfeit shall occur and the official standings shall show a loss for both teams. There shall be no opportunity to replay the game. If the forfeit is the last game of the evening, the bases will be taken up and lights may be turned off.
A forfeiting team must pay a \$10 forfeit fee to MPRCF, 200 S. Center Building 1, before their next scheduled game to avoid automatic forfeit. Umpires and night supervisors will not accept payments! No further notification to pay this forfeit fee will be given. A team who exceeds their maximum limit (2 games for double and 1 game for single) may be dropped from the league without a refund.
- e) **All League games, Tournament schedules and Make-up games are subject to change by the Adult Sports Section at any time, day and/or date.**
- f) Home team to provide official scorekeeper. Home team listed last on schedule
- g) **Alcohol:** Alcoholic beverages of any kind are banned from **all** City of Mesa Parks.
Smoking: All Mesa facilities are smoke-free!
- h) **NO Animals, Bikes, Scooters, Roller Blades etc.:** No animals, bicycles, scooters, skateboards, roller blades or any other wheeled vehicles are allowed within our sports complexes. Please pass this on to your team members.

- i) **Uniforms:** Teams are not required to have matching shirts or numbers.
- j) **Language:** **Abusive and or vulgar (swearing) language will not be tolerated!**
Ejections could occur even without an umpire warning.
- k) **Drop/Add:** The drop/add deadline is **Listed in the “Coaches Letter”**. Please make all drop/adds at the Parks & Recreation Office, 200 S. Center building 1. Monday through Thursday from 7 a.m. to 6 p.m. **Or at the field locations with site supervisors. All forms must be signed by staff to be official.**
- l) **Parks Close:** Please inform all players that City of Mesa Parks close at 10:30p.m. There is no socializing allowed in the parking lots or ball field areas after 10:30pm.
- m) **Standings:** Team standings are available after the first week of your team’s season. Standings will be posted on the city web site daily at www.mesaaz.gov/adultsports. A copy of the league standings will be available to view at each site, league office, or by phone at 480-644-2352.
- n) **Rain Number:** In the event of inclement weather, please call 480-644-2765 after 3p.m. for recorded updates of field conditions. **Please note, the rain line recording will only be updated in the event of a cancellation of games or closure of fields. Please listen to the entire message. Not all fields/games will need to be cancelled in inclement weather situations.**
- o) **Player Suspensions:** Continued disregard to the rules may result in player/coach suspension (per game or seasonal). Player suspensions can be carried over from one season to another, if needed!!
 - **An ejection from a game will result in a 1week suspension from all City of Mesa softball leagues.**
 - **If an illegal player is ejected from a game:**
 - (a) Coach will receive a 1-week suspension from all leagues,
 - (b) Illegal player will be suspended for entire season from all leagues, and
 - (c) Game will be an automatic forfeit.
 - **If a suspended player is found on line up of scorecard or identified during a game:**
 - (a) Game will be an automatic forfeit.
 - (b) Suspension for the player will be extended.
 - (c) Coach may receive a 1week suspension from all City of Mesa softball leagues.
 - **If police are called, ejected player will be suspended for the entire season from all City of Mesa softball leagues. If we are 4+ weeks into the season, then the player will be suspended for the following season as well.**
 - **Standings will be adjusted in the office the following day due to any automatic forfeits**
- p) **Ejections:** Any player/person ejected from a game must leave the park immediately. Refusing to leave premises is considered trespassing. Any player refusing to immediately leave the park will have suspension extended. Do not come back into the park for any reason. You can send an e-mail regarding your opinion from your house, not the park.
- q) **Make up Games:** Make up games can be scheduled on any day or any park at the convenience of the City of Mesa.

- r) **ABSOLUTELY NO SOFT TOSS** (Purposely hitting the ball into the fence for warm up)
An immediate ejection will occur without questions, the second time any individual from the same team is caught will result in the team forfeiting for the night, the third time the same team is caught will result in the team being dropped from the league.
- s) **Team Reclassification:** Only the top TEAM from each league must move up to the next highest level of play. **Must have a record of no better than 5 wins and 9 losses (double) or 2 wins and 5 losses (single) to drop down to next lowest level of play.**

1. **CLASSIFICATION OF TEAMS**

A Class	Strong Competition
B Class	Moderate Competition
C Class	Light Competition
D Class	Recreational

Any team that takes 1st in their league must move up to the next classification in the next season in which they participate. **The league coordinator reserves the right to move any team (up or down) based upon their past performance record.** In addition, teams can be reclassified at any time before, during or after a season.

2. **ROSTER**

A player must be on a team's roster to play in any game. The team coach must submit a team roster when registering. A player may be added or deleted from a roster through the third week of the season. (See your game schedule for the exact date.) After this date, rosters will be frozen. To add or delete players from a roster, a team representative must do so **in person** at the PRCF office, 200 S. Center building 1 OR at the ball field with the site supervisor.

- A. PRCF staff will randomly call on team rosters to check for player validity. Any player information which is not correct on a team's roster could result in the dismissal of that player or team from the league, coaches should at all times keep up-to-date records of their team's roster. This practice can eliminate any questions as to whether a team member is eligible to play or not.
- B. Players are allowed to play on numerous softball teams throughout the season, but they cannot play on 2 or more teams on the same night in the same league. Also, a player playing on 2 or more teams must pick one team per night (per division) to play on during tournament. For instance, a player cannot switch from one Men's B team to another Men's B team on the same night (during tournament) just because his first Men's B team lost. He/She must make that decision prior to the start of playing in his/her first tournament game.

3. **ELIGIBILITY OF PLAYERS**

- A. A night softball supervisor may check your team roster at game time. A violation could cause a game forfeiture.
- B. For protest purposes, a player may be asked by the umpire or night supervisor to fill out the information on the score sheet. It is required that all participants carry a **photo ID**.
- C. PRCF will randomly investigate each team's eligibility. If an illegal player is suspected, PRCF does reserve the right to take appropriate action.

4. **CONDUCT**

Some forms of unsportsmanlike conduct will warrant automatic ejection. Two reprimands or warnings to an individual or team for unsportsmanlike conduct will warrant automatic ejection of said player, team or fan from park premises. A third reprimand to any other member or fan of said team will warrant termination of game with said game to be forfeited to opposing team.

- A. **Any player or coach ejected from a game will automatically be suspended for a minimum of 1 week from all City of Mesa Softball Leagues.** This is in addition to the game in which the player was suspended, plus probation for the remainder of the season.
- B. A second offense will constitute a player or coach being dropped from the league. If a player receives a 2nd offense on or after the 4th week of play, then he/she will be suspended for the entire next season/tournament.
- C. No coach, player, or spectator shall:
 - 1. Threaten an umpire.
 - 2. Lay a hand upon, shove, or strike an umpire.
 - 3. Be guilty of objectionable demonstrations of dissent at umpire's decision.
 - 4. Refuse to abide by umpire's decision.
 - 5. Be guilty of physical attack as an aggressor upon any player, umpire or spectator.
- D. **Any player/person ejected from a game must leave the park immediately. Refusing to leave premises is considered trespassing. Any player refusing to immediately leave the park will have suspension extended.**

IF A PLAYER IS EJECTED:

- **The game may continue as long as the team has 8 or more players remaining in their existing lineup. CoRec Teams, if a female player is ejected then an out must be recorded each time she was due to bat. This will be the only time 2 males**

can follow each other in the line-up as well as the ability to play with one more man than woman on defense.

- The team will NOT be allowed to substitute OR ADD another player into the lineup for the ejected player. **Once a team has an ejected player, that team forfeits the right to add any players to the bottom of the score-sheet.**
- If the ejected player is a batter or base runner then they will be declared an out at the time they are ejected.
- Following the ejection, the ejected player will be counted as an out each time their name comes up in the batting order.
An inning or the game can end with an automatic out.

IF A PLAYER IS UNABLE TO CONTINUE PLAYING THE GAME DUE TO INJURY OR REASONS OTHER THAN AN EJECTION:

- The game may continue as long as the team has 8 or more players remaining. CoRec teams must maintain acceptable male/female combinations. See new corec rule 14-A.
- The team may either enter a substitute into the lineup for the injured/absent player OR collapse the batting line up, skipping that player without further penalty with the following EXCEPTIONS... If the injured/absent player is a BATTER that inning an out will be declared for that at-bat.
- If the injured/absent player is the BASE RUNNER and no eligible substitute is available, an additional courtesy runner can be allowed for the INJURED base runner to complete that inning. The ABSENT base runner will be declared an out for one time only.

E. Coaches will be suspended a minimum 1 week of all City of Mesa Softball leagues, for the ejection of an illegal player on there team. The player ejected will serve a minimum suspension of 1 season, from all City of Mesa Softball Leagues.

F. The league coordinator reserves the right to make the final decision in all matters.

5. **ALCOHOLIC BEVERAGES**

Alcoholic beverages are **not** allowed at any park at any time. Teams are responsible for their spectators. Drinking of alcohol is never allowed in city programs.

First Offense:	Team:	Forfeiture of next ball game.
	Player:	Suspension for a week.

Second Offense: Team and/or Player dropped from the league.

6. **TIE GAMES**

In the event of a tie game after 7 innings or the 55-minute time limit (whichever comes first), one extra inning will be allowed to try and break the tie using the international tie breaker rule – last person at bat in the previous inning shall start off on 2nd base. If the game is still tied after the extra inning, then that game will be recorded as a tie.

7. **LEAGUE STANDINGS**

Team standings are available after the first week of your team's season. Standings will be posted on the city web site daily at www.mesaaz.gov/parksrec/adult/. A copy of the league standings will be available to view at each site, league office, or by phone at 480-644-2352. League standings are determined by:

- A. Teams with the best record.
- B. If teams are tied in the final standings, the team or teams who have defeated the other the most in league play will take the top positions.
- C. For tied teams (2 or more) who have **split** between them, the team with the highest total run differential between the tied teams (when they played each other) will take the higher position in the standings. In addition, any team that has forfeited any game will automatically take the lowest position in the standings.

8. **POST-SEASON/TOURNAMENT**

- A. Overall season record will determine the champion and runner-up team in each division. The top 4 teams in each league will play in a post-season single elimination tournament.
- B. Post Season Tournament: The top 4 finalists from each division will be combined together and may not be played on the same night or park as your regular league play. The tournament may be split up into area tournaments if necessary.
- C. You **will not** be guaranteed certain nights of play, game times, etc. more than likely, teams will be required to play at a different park on nights not normally scheduled.

- D. PRCF reserves the right to assign any team to their proper level of competition or classification when it is necessary to serve the best interest of our program.

9. **AWARDING AUTOMATIC BIDS**

- A. Any team that finishes 1st in their league will be given an automatic bid in the next softball season, provided that they meet the following criteria.
- 1) **The team must move up to the next highest classification.**
 - 2) A team who wins the league and does not move up may not keep more than 3 players from the original team, if they wish to stay in the same league. Any team that does not meet these criteria will be dropped from the new league **IMMEDIATELY AND NOT BE REFUNDED.**
 - 3) The team **cannot have forfeited** (for any reason) more than 2 games (twice a week league) or 1 game (once a week league).
 - 4) The team can lose its eligibility based upon **CONDUCT** related problems upon the discretion of the league coordinator. If the above criteria are not met, then the team loses its automatic position in the next softball season and will have to go through the regular registration procedures. **The league coordinator has the final decision in all matters concerning this rule.**
 - 5) **Awards for League 1st place:** Team t-shirts
Tournament 1st place: Team plaque
- B. Awards will be given to teams based on how each team fared during regular league play.

10. **INSURANCE**

Medical insurance is the responsibility of the team or the individual. The City of Mesa does not carry medical insurance for these participants.

11. **PROTESTS**

- A. Only rule interpretation will be justifiable for protest and not an umpire's decision on a call. If a team protests, the team coach must make the protest before the next pitch to the next batter. **Make sure that the umpire informs the opposing coach and records the protest on the official score sheet before the next pitch.**

- B. Protests must be written on the back of the score sheet before the end of the game.
- C. All protests must be made in accordance to ASA Rules.
- D. Ineligible player protest must be made during the ball game with the umpire. No protest will be accepted after the completion of the game.

12. **SCOREKEEPER**

Home team must furnish a knowledgeable scorekeeper (no children). **Players first and last names must always be written on the score sheet.** Score sheets should be completed at least 10 minutes before the scheduled game time. Please announce score after each inning. Also, a visiting team representative may sit with the scorekeeper to assist. Umpire has jurisdiction at games. If home team cannot keep score and the visiting can, then the visiting team has the option to become the home team. Each team should keep track of their score and confirm with scorekeeper after each inning. After each game, the umpire **must** initial the final score. In seeded tournament games the home team needs a scorekeeper or else the visiting team can keep score and become home team.

13. **PLAYING RULES**

These rules are in addition to the ASA Softball Rules.

- A. **General Field Rule:** Out of play is third and first backstop extended.
- B. **Foul Ball Rule & Strike Outs:** Each batter will come to bat with a 1 ball and 1 strike count. The batter is out under the following circumstance: When a third strike is called, including an uncaught foul ball that is hit after two strikes. Any combination of three strikes
- C. **Run Rule:** After the 3rd inning, any team 20 runs ahead will be declared the winner. If a team is ahead by 20 runs after the 3rd inning, 15 after 4 innings or 12 runs after five innings will be declared the winner.
- D. **Home Runs: On a fair-batted ball hit over the fence for a home run or four base award, the batter and all runners are credited with a run. The batter and any runners on base are not required to run the bases.**
- E. **Home Run Rule:**
 - **ALL Power A-A divisions-** Only **6 home runs** over the fence are allowed per game, per team in.
 - **B division-** Only **3 home runs** over the fence are allowed per game, per team in.
 - **C division-** Only **1 home run** over the fence is allowed per game, per team in.
 - **D division-** **No home runs** allowed. An over the fence home run will be an inning ending out.

- Once **6/3/1 home runs** have left the park, all other home runs over the fence are outs.
- F. **Infield Warm-up:** All infield warm-up stops 10 min before game time. Teams are encouraged to warm up on side or behind outfield fence. DO NOT warm up close to spectator areas.
- G. **SOFT TOSS:** DO NOT bat the ball against any fence at any field. Penalty: 1st offense: one night suspension. 2nd offense: suspension for the season and tournament.
- H. **Players:** A team must have at least 8 players ready to start a ball game. For a team having 8 players at game time, player #9 and #10 **will not** be considered automatic outs. Any team consistently playing with 8 players may be asked to leave the league. Every attempt should be made to have the 10 players at every game. (Co-Rec see Section 14A)
- I. **ASA Rule on Substitution:** Players must bat in their **original** batting order. Exceptions: A player (starter or substitute) **may** re-enter the game one time, a team unable to field 10 players because of a player injury may use a player normally unable to re-enter if no other eligible substitutes are available. The player would bat in the injured player's batting position. However, any player expelled from the game for bad sportsmanship cannot re-enter under any circumstances.
- J. **Game and Innings:** All games in slow pitch (division and league tournaments) are 7 innings or 55 minutes, whichever comes first. The championship game for any tournament will be a full 7 innings (Exception: inclement weather. See ASA Rule 5, Section 3C) regardless of time. (The run rule is still in effect.) Make sure the umpire writes down the start time for your game on the score sheet.
- K. **Game Without Umpire:** The PRCF schedules umpires for every game. If for any reason there is no umpire at your game site, don't panic, another umpire will be called as soon as possible.
- L. **Steel or Metal Cleats:** No steel or metal cleats will be allowed. Cleats must be of nylon or rubber substance on a single sole (no football or track shoes).
- M. **Game Rain Out:** Any game called due to inclement weather will have games replaced with a new make-up schedule. **Coaches, make-up games can be held on any available day including Saturday.**
- N. **Uniform:** No team uniform rule.

- O. **Courtesy Runner:** If requested, the last player to be put out will be the new courtesy runner. Maximum one runner per inning. Exception: Same batter same inning or non-player. (Co-Rec see Section 14E).
- P. **Eleventh or Twelfth Batter:** A team may add their eleventh batter at any time during the game. (Be sure to add player to the score sheet.) However, should a team be unable to maintain 11 batters after the game begins, then that spot in the batting order will be skipped over with no penalty to the team. Teams must maintain a minimum of 8 players at all times. Once a batting position has been skipped over it must remain vacant and no player can enter (or re-enter) at that position.
- Q. **Jewelry:** Casts (plaster, metal or other hard substance in its final form), exposed jewelry such as wrist watches, bracelets, large or loop type earrings and neck chains, or any other item judged dangerous by the umpire, may not be worn during the game. Only stud earrings will be allowed.
- R. **Bat Rule:** Teams may use all bats that meet ASA bat performance standards. Teams cannot use the bats found on the ASA Non-Approved Bat List. The list can be found on the ASA website, www.asasoftball.com, Site Supervisors have colored copies of each illegal bat. The bat barrel shall be free of audible rattles when shaken. The bat shall not have signs of excessive wear.
- S. **Sliding:** Is allowed. Players should be careful.
- T. **Ball Return Policy:** It is the responsibility of the hitting team to chase all balls hit out of play (homerun or foul ball). The ball must return before the hitting team's next turn at-bat or the first batter will be declared out. If the team has a new or used ball that is the exact same ball we utilize, than that will be acceptable as well.

14. **CO-REC RULES**

- A. **Team:** Consists of 10 players, 5 men and 5 women. A minimum of 8 players is allowed. A minimum of 3 and a maximum of 7 women must play at all times. Teams may play with a minimum of 3 up to a maximum of 6 men. **Teams may now play more men then women with an out declared every time a female is skipped.** Listed below are examples of what teams can & cannot utilize to start their games:

<u>Legal</u>	<u>Legal</u>	<u>Not Legal</u>
5 women-4 men	6 women-3 or 4 men	5 women-6-men
5 women-3 men	7 women-3 men	4 women-6 men
4 women-4 men	3 or 4 women-5-men	

- B. **Batting Order:** Line-up will be alternating genders, and no 2 men may bat in succession (Without an automatic out for the females' position). If a team has extra female players, then they must be added to the bottom of the line-up. You may bat 12 but numbers 11 and 12 cannot be both male. (Ex. male, female, male... or female, male, female...)

Any team electing to begin their game with 12 batters and are unable to complete their game with 12 batters are subject to the following:

- 1) If a female is injured or unable to continue, she must be removed from the lineup and a substitute entered in her place, or;
- 2) She is to be removed from the lineup and her vacant spot is declared an out every time it is skipped.
- 3) If a male is unable to continue and is removed from the lineup, his spot is to be skipped over with no penalty to the team.

- C. **Walks:** If a pitcher walks a man (intentional or not), he will be awarded 2nd base. The woman following him in the batting order will be required to bat, unless there are two outs, at this time she will have the option to hit or walk.

- D. **Players Positions:** Co-Rec defensive positioning shall include 2 males and 2 females in the outfield, 2 males and 2 females in the infield, and 1 male and 1 female in the pitcher/catcher positions

- E. **Outfield Restraining Line:** A line will be drawn across the outfield at a distance of 180 feet from the home plate. None of the four outfielders are allowed to cross this line until after the ball has been hit or crosses the plate.

If a fielder crosses the restraining line prior to the ball being hit the results will be delayed dead ball. When the play has concluded coach/manager has a choice of the following, for example catcher obstruction rule.

- 1) The batter is awarded first base. Base runners may not advance unless forced.
- 2) The coach may take the result of the play. Exception: If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, obstruction is canceled. All actions as a result of the batted ball stand. No option is given.

15. **SOFTBALL RULE DEFINITIONS**

- A. **Altered Bat:** A bat is considered altered when the physical structure of a legal bat has been changed. Any bat considered illegal or **questionable** by both umpire and city staff may not be used in the City of Mesa recreational leagues. (Any player caught using an altered legal bat will be banned from the City of Mesa Adult softball program)
- B. **Appeal Play:** An appeal play is a play in which an umpire cannot make a decision until requested by a manager, coach or player. The appeal must be made before the next pitch.
- C. **Base Path:** A base path is an imaginary line, 3 feet on either side of a direct line between the bases.
- D. **Fair Territory:** Fair territory is that part of the playing field within, and including, the 1st and 3rd base foul lines from home plate to the bottom of the extreme playing field fence and perpendicularly upward.
- E. **Field Specifications:**
- Bases 65 ft.
 - Pitching 50 ft.
 - Fence 250 to 300 ft. (Varies, depending on park)
 - Home Plate 17 inches
 - Batters Box 3 feet X 7 feet
 - Strike Pad 23 inches X 27 inches
- F. **Home Team:** Home team bats last.
- G. **Infield Fly:** An infield fly is a fair fly ball (not including a line drive) that can be caught by an infielder with ordinary effort when 1st and 2nd, or 1st, 2nd and 3rd bases are occupied, before two are out. The batter is out, the ball is alive and the runner may advance at his or her own risk.
- H. **Interference:** Interference is the act of an offensive player or team member, who impedes or confuses a defensive player while attempting to execute a play.
- I. **Obstruction:** Obstruction is the act of: (1) a defensive player who prevents a batter from striking a pitched ball or, (2) a fielder, while not in the possession of the ball, in the act of fielding a batted ball, or about to receive a thrown ball, impedes the progress of a base runner who is legally running bases.
- J. **Overthrow:** (1) When a fielder loses possession of the ball on an attempted tag and the ball then enters the dead ball area, all runners are

awarded **one** base from the last base touched. (2) When the throw is the first throw from an infielder, **two bases** are awarded from the last position of **the runner at the time of the throw**. If all runners, including the batter/base runner have advanced at least one base prior to the release of the ball by the infielder, the two bases will be awarded from the last base touched at the time of the throw. (3) In all cases, the 2nd base award is made from the last base touched at the time of the last throw/release of the ball.

K. **Pitching Arc Rule:** The ball must be delivered with a perceptible arc of at least 6 feet from the ground and not more than 12 feet. Pitchers are allowed to move back up to 5 ft from behind the pitching rubber. Pitching guidelines do not change.

L. **Strike Zone:** The strike zone is the space including **any** part of home plate or strike pad.

16. **AGE**

Adult – 16 years and up (men), 16 years and up (women).

17. **SCHEDULES**

A. Schedules will be available on-line at the following web address.

<http://www.mesaaz.gov/adultsports>

B. If you cannot locate your schedule, please call PRCF (480-644-2352).

C. **Make sure our office has a correct e-mail/mailing address for your team at all times.**

D. **You will not be guaranteed certain nights of play, game times, etc. in some cases, teams may be required to play at a different park on nights not normally scheduled due to holidays, rain outs, etc.**

E. PRCF reserves the right to assign any team to their proper level of competition or classification when it is necessary to serve the best interest of our program.

18. **FIELD LOCATIONS**

A. Kleinman – 850 W. 8th Ave.

B. Riverview – 2100 W. 8th St.

C. Red Mountain – 7808 E. Brown Rd.

D. Skyline – 655 S. Crismon Rd.

19. **BALL**

Top-grade softballs will be provided by PRCF.

Men's & Women's leagues will receive 1 new ball each game

Co-Rec leagues will receive 1 new ball every night for two games of play.

20. **COMPLAINTS OR EVALUATION**

- A. Only written complaints will be accepted within 24 hours of the incident for review, Adult Sports PRCF, 200 S. Center building 1 Mesa, Arizona 85210.
- B. **Teams are encouraged to use the flipside of the score sheet to evaluate their game umpire(s). Please do so in a professional manner.**
- C. Recommendations are encouraged, but must be e-mailed OR written and mailed to our office (address above).

21. **WEATHER (Inclement)**

If there is any doubt as to whether or not the field is in playable condition, it is the coach's responsibility to follow the procedure below:

- A. Call our **RAIN LINE** (480-644-2765) after 3:00 pm and get your team's information.
- B. Game (field) conditions sometimes change very suddenly – we will try our best to keep you informed.
- C. League and tournament games that are rained out **will** be rescheduled as soon as possible. Contact PRCF for your make-up schedule. Make-ups can be held on any day, including Saturday.
- D. Any teams not showing for a rescheduled game will be assessed a \$10 forfeit fee.

22. **FORFEITS**

- A. **A forfeiting team must pay a \$10 forfeit fee to PRCF, 200 S. Center building 1, before their next scheduled game.** Umpires and night supervisors **will not** accept payments! **No further notification** to pay this forfeit fee will be given. A team who exceeds their maximum limit may be dropped from the league without a refund. Maximum limits:

- 1) Teams that play one game per week – **one forfeit**

- 2) Teams that play two games per week – **two forfeits**
- B. Forfeits will be declared for one or more of the following infractions:
- 1) Game Time is Forfeit Time for 7:30, 8:30 & 9:30 games, with the exception of the first scheduled game of the night 5:30 or 6:30 game.
 - A) The first scheduled game of the night (5:30 or 6:30) games will begin at the scheduled time, and the clock will be started. In the event a team does not have the required number of players to begin the game, that team will automatically become the visiting team and will bat first. The game will continue to be played until such time as there are no longer any eligible batters (Cannot bat twice in same inning unless a minimum of 8 legal players are on the line-up and ready to bat) or the team does not have the minimum number of required players upon the completion of the third out. At that point the game will be forfeited.
If neither team can produce the required number of eligible players at the stated game time, a double forfeit shall occur and the official standings shall show a loss for both teams. There shall be no opportunity to replay the game. If the forfeit is the last game of the evening, the bases will be taken up and lights may be turned off.
 - 2) Not having the required number of players on the game surface at game time. (Provided reason “1 A” above cannot be met).
 - 3) Illegal players (**players not on a roster, players using assumed names, or ineligible players**) participating. Teams using illegal players will have games affected declared forfeits.
 - 4) Suspended players (**players suspended from COM softball, or ineligible players**) participating. Teams using suspended players will have games affected declared automatic forfeits.
 - 5) Misconduct on the part of the players, coaches, team manager or members of other teams in the program before, during or after a contest.
 - 6) Failure to submit a legal roster prior to the team’s scheduled first game.
 - 7) Failure to participate in events that are part of the league structure.

23. **PRE-GAME PROCEDURES**

In order to remain on schedule each night at each ballpark, it is necessary that each team be responsible for the following.

- A. Arrive for scheduled game at least 10 minutes prior to game time.
- B. Home team is responsible for keeping the official score. Locate scorekeeper and obtain the score sheet for your game. If home team cannot keep accurate score and the visiting can with a knowledgeable score-keeper, then the visiting team has the option to become the home team.
- C. Lineups should be completed at least 10 minutes before scheduled game time.

- D. Umpires will start the games. The game will begin as soon as the umpire is ready to begin.
24. **SUPERVISION**
- A. League Coordinator: Tiffany Krahenbuhl 480-644-4196.
 - B. Night field supervisors will check your game site throughout the evening. He or she will wear a blue or gray Mesa Staff shirt. Their job is to help you with league information.
 - C. Umpires are on contract with our office and their authority covers only the game.
 - D. PRCF, 200 S. Center Building 1, Mesa, Arizona 85210. Office hours are 8:00 am to 5:00 pm, Monday through Friday.
 - E. Last revised 5/6/2010

Please make note of guidelines and Good Luck with your season!

Parks, Recreation & Commercial Facilities
200 S. Center building 1 • Mesa, Arizona 85210 • 480.644.4196 • 480.644.2698 (Fax)